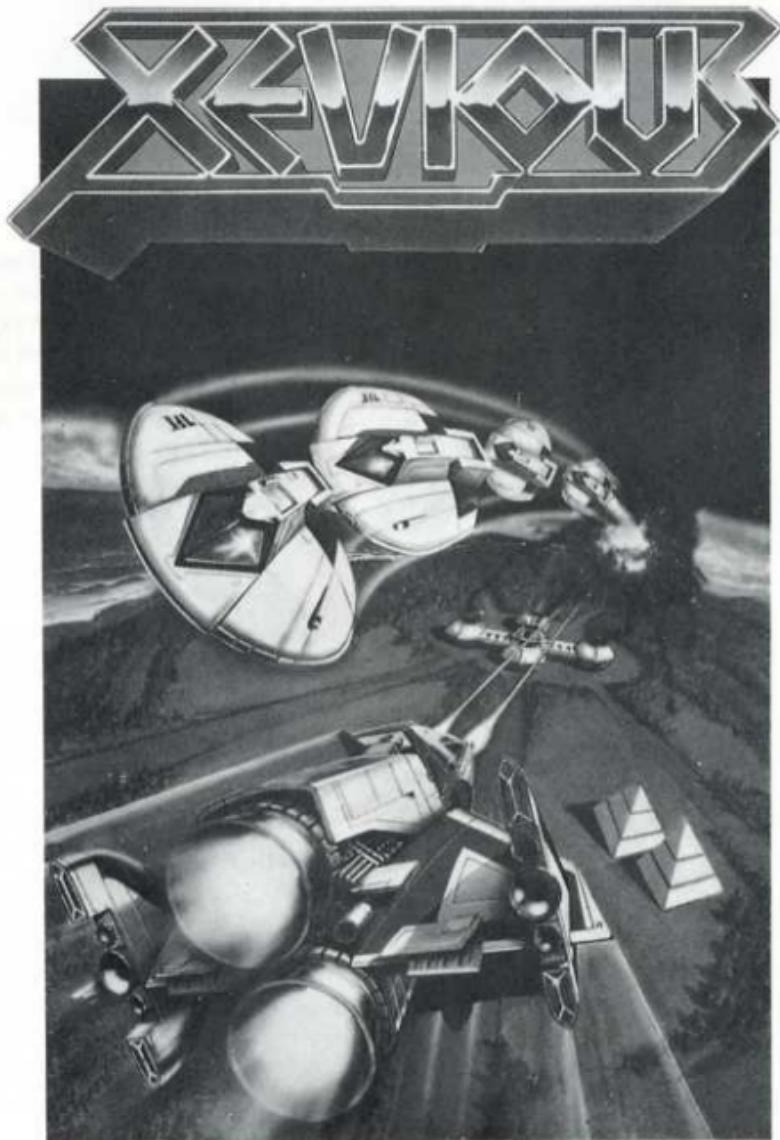


ATARITM 7800TM Game Manual



We Have Seen the Aliens

It's a nightmare, but it's true! Research shows that we are the actual aliens on Earth, and the ruthless Xevions are the original inhabitants.

Now the Xevions want Earth back—minus humans! Their invasion forces are fierce—the land is crawling with deadly Domogram Rovers; the sky is black with Toroid Patrol Fleets and Zoshi Death Squads.

Our puny weapons offer no defense. Earth's only hope is our powerful new Solvalou Fighter plane. Its pilot will have a single mission: Penetrate the enemy ranks and destroy the Xevious Mother Ship.

The mission is dangerous. We can't guarantee success. But at this point, it's do or die!

One small problem. We still need a pilot. Any volunteers?

Getting Started

1. Insert the Xevious™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.

2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward or press **[Select]** to choose a one- or two-player game. Move the controller handle to the left or right to choose one of four skill levels: Novice, Intermediate, Advanced, or Expert.
4. Press **[Reset]** or the controller button to begin the battle.
5. Press **[Pause]** to pause the game; press it again to resume play.

Playing the Game

Battle Plan

As you fly your Solvalou Fighter over the scrolling landscape, you must defend yourself against both airborne and ground-based Xevious defenses. Each Xevious foe is worth points; the more dangerous the foe, the

... and They Are Us!

more points you earn for destroying it.

You start the battle with five ships. Fire on the enemy to earn points and gain extra ships.

Solvalou Weaponry

Your Solvalou Fighter is equipped with a Zapper for destroying airborne enemies and a Blaster for eliminating Xevious ground forces. Fire both weapons by pressing the controller button. To aim the Blaster, move your target sight (located directly in front of your ship) over an enemy ground unit.

Xevious Mother Ship

If you survive the Xevious onslaught, you'll face the Andor Genesis Mother Ship. A direct hit to the Mother Ship's central reactor will disable it and earn you a short respite from Xevious attacks.

But don't get cocky! More Xevious attack forces will soon appear, and a new Mother Ship will always be lurking somewhere ahead!

Strategy

Move your ship back and forth with the controller handle to strafe airborne enemies with the Zapper. Fire the Zapper continuously to destroy foes as soon as they enter the battle screen.

Keep your ship away from the sides or bottom of the screen to avoid being trapped by enemy fire.

When facing a barrage of opponents, first destroy those shooting at your ship, then destroy the remaining units for extra points.

Enemy citadels are hidden underground. Your target sight will glow red when you are directly over a hidden citadel. Score points by raising the citadel with a Blaster hit. Score additional points by destroying it.

Flags are also hidden in the ground and waterways. Score points by raising them with Blaster hits. Fly over the raised flags to earn extra ships.

Scoring

Use your Blaster and Zapper to destroy the foe and earn points. You gain extra ships when you score 20,000 points, 60,000 points, and every 60,000 points following.

Points are scored in the following way:

Destroying Airborne Forces

| | |
|----------------------------|-----------------|
| Brag Zakato Energy Blaster | 600-1500 points |
| Garu Zakato Energy Bomber | 500-1000 points |
| Terrazi Destructor | 700 points |
| Kapi Deflector | 300 points |
| Jara Spinner | 150 points |
| Zakato Energy Launcher | 100 points |
| Zoshi Death Squad | 70-100 points |
| Torkan Scout Ship | 50 points |
| Toroid Fleet Ship | 30 points |
| Giddo Spario Energy Blast | 10 points |

Destroying Ground Forces



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